repealed and re-enacted, with amendments, to read as follows:

## Chapter 780

16;85-16;59-17 Budgetary procedures.

## (a) Budgets.

None of the [[provision]] <u>PROVISIONS</u>; of any public general law governing the preparation and filing of budgets by agencies of the State of Maryland shall be applicable [[uto]] <u>TO</u> the budgetary procedure of the Commission. Except as hereinafter provided, the budget programs and procedures heretofore followed by the Commission are ratified and confirmed and approved for use by the Commission hereafter, together with such improvements therein as, in the discretion of the Commission, shall be deemed necessary or appropriate in the public interets.

## (1) Annual Budget.

For each fiscal year, [[eginning]] beginning on July 1 and ending June 30, of the subsequent year, the commission shall prepare an annual capital and operating budget which shall contain, separately for each county items are so allocable for which a tax where levied,[[,]] the proposed expenditures and estimates of revenue anticipated. The proposed budget shall be established as hereinafter set forth. The commission's budget shall include for each county within the Regional District a complete planning work program including a schedule for the production of all plans and amendments hereinafter called the Planning Schedule Commission. The budget shall contain items allocable to both counties including provisions for the operation of the departments of the Commission established pursuant to and the Regional Planing Program. The budget shall law also contain a Schedule of Recreation Activities and programs for Prince George's County in accordance with Section 43A(G) of Chapter 780, Laws of Maryland 1959, as amended.

## (2) Submission of Budget.

The Commission shall submit the proposed [[buet]] budget [on or before January 1, 1973] ON OR BEFORE JANUARY 15 of each [succeeding] year [thereafter] to the County Executives of Montgomery and Prince George's Counties.

(3) The Role of the County Executive.